

GRAND THEFT AUTO

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GeneralEpicStudios

Rockstar Games

Grand Theft Auto

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Grand Theft Auto 1

Prologue

In Liberty City in early 2001, Claude wakes up from his house and already has a girlfriend named Catalina. He met Catalina in 1992 in San Andreas after splitting up with Carl Johnson and giving Carl the garage located in San Fierro before the two moved to Liberty City where they had been living throughout the 1990s and into the 2000s. Right now, Claude is on the way from his house to a new internet cafe south of Belleville Park. From there, he plans on spending one day playing a game on one of the computers located in the internet place.

The internet cafe is just new, and Claude goes on one of the computers. He chooses the computer from downstairs and waits for another customer to finish the game before leaving. He goes on the computer and starts the game from scratch where he will spend the next few days on.

On a normal day in early 2001, Claude wakes up and commutes to the internet cafe as if he is working. On average, he works eight hours and eats lunch while playing the game in the middle of the day. In the afternoon, he spends the rest of the day playing the game.

When Claude plays the game, he sits down on the computer and does several missions on the phone. The game has three sections with one being based in Liberty City. The game takes place in 1997. On the first day of the game, Claude presses play and waits for the game to load.

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Liberty City - Gangsta Bang

A player starts off in Liberty City in Southwest Park. He goes to South Park to answer the phone. Once he answers the phone, he is told to get to the car that Crazy Jimmy dumped in Northeast Park before the cops do. The player rushed towards the car as the cops were racing against the player. He manages to get the car. Once he got the car, he was told to drive the car into Dulli's garage in West Park. Then, he talked on the phone again and was told to find a taxi with a fake plate. He did manage to take the taxi. Jimmy robbed the bank, so he needs a driver to escape from the cops. The player drove the taxi to the bank to pick up Jimmy and escaped a 4-star wanted level by driving to Bubby's home in South Island Heights.

After escaping from the cops, the player went back on the phone and was told that the angels wasted one of the guy dealers and split while Bubby wants it back. He started working for Bubby by going to the bike. Once he gets to the bike, he needs to be fast because the angels are pissed off. He has to answer the phone in North Fort Law because Tony Dio is already bent. He dumps the car in Southeast Hackenslash park and waits for Dio to take the car. Later, Dio died.

The new police chief wants a bigger cut, but Bubby wants the chief dead. The player needs to take the truck to South Nixon Island. He goes to South Nixon Island to take the truck, but the truck is packed with explosives. Because of the packed explosives, too many bumps will result in the truck blowing up and the player getting blown to death, so the player drives carefully to South No Law Precinct. Once the player arrives, the bomb arms. Then, the player leaves the precinct while the truck explodes, killing people nearby. He then went to Southeast Hackenslash as Tommy was waiting for him. Once he arrived, he got his cut from Tommy. Sonetti's lawyer passes by, so the player chases him until the lawyer meets his men. Once the

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lawyer meets his men, the player kills them all with an automatic machine gun. As a result, all of the men being killed are already removed from the Liberty City general population.

Two cabs are required for the bank robbery. The player needs to bring the cabs to the docks in New Guernsey. He did so by driving there and using the cranes at the docks. He leaves the docks and goes to the phone to talk to his boss. The boss' brother knows he's banging his wife, so the player should kill before the brother finds the boss. He completes his job.

The player enters the Beast GTS in South Island Heights. He has vehicle jobs to do or else he has to get off the vehicle. Two guys tore up the Cat House in South Island City and started on the girls too. That is real messy while Bubby wants them screwed. The phone calls tell that some mutha's call the cops, so the player goes to Seymour Reamer's at Brooklyn Docks. Once the player gets there, he completes the Beast GTS job.

After the Beast GTS job, the player finds another job and gets into Cossie. Pablo robs Diamond Wholesalers jewelry store in South Island City. He needs a ride fast or else the cops will arrest him. The player picks up a squad car in southwest park and picks up Pablo. After picking up Pablo, the cops are chasing them until the player escapes to southeast Tellburg.

The player then takes the Bulldog car and drives to Lafferty's in nearby South Kings before the cops do. He escaped and dropped the car into Dalgetti's garage, but Dalgetti didn't take the car. The car mobile is being monitored. The player then went to two payphones: the first being in southeast Estonia and the other being in southeast Kings. Upon calling, Dalgetti is taken care of, so the player drops off the Bulldog at the garage in North Kings.

The player finds the tanker truck, but the truck belongs to some white trash patriot group, and it is fat with plastic. The player drives the truck into the pool hall in Central Kings.

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The player enters the taxi. Upon driving the taxi, Bubby tells him that his wife, Skye, is visiting her friend in Central Estonia. He tells the player to pick up Skye, so he goes to Central Estonia to pick up. Once he picks up, Skye comments on the player's appearance and tells the player to go to the hotel Mon Signor, but the personal trainer is waiting in Southeast Brooklyn for her. The player went to Southeast Brooklyn, and the personal trainer says that he missed Skye. Then, the player finally drives the taxi to the hotel carefully.

After the taxi job, the player finds a coach and enters it. The player is surprised that driving a coach is a trap because Sonetti rigged a bomb that'll blow up if the coach goes below 50 mph. He drives the coach as fast as he can to avoid the risk of exploding to death. Later, the bomb is disabled, and the player pulls over. Bubby needs some Mudanos at Ardler Docks, so the player finds and steals some Mudanos across the city. Then, he brings the Mudanos to the docks. Every time the player brings the Mudanos to the docks, Bubby picks them up using cranes.

The player finds Counthash under the elevated subway tracks. Upon entering Counthash, the player is told to stop the train from moving Sonetti's drugs around the city. He takes the briefcase of explosives upon entering Count Hash to the station in West Schlechberg in southeast Guernsey City. He enters and exits the train to plant the explosives and enjoys the explosion.

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Liberty City - Heist Almighty

Bubby's Sasha has been kidnapped. The kidnapper is calling a phone in Northwest Ardler. The player is told to save Sasha. Later, he is told that she may be dead, and he goes to the phone in Central Estoria in under 30 seconds. The player seems fit, so he brings the money to Law Island Bridge and doesn't piss Bubby off. The kidnapper later leaves the girl that he kidnapped in the trunk in East Eaglewood. The girl that is kidnapped may be ok. The player then brings the girl to North Island City and is rewarded with money and pizza.

Once the player goes to the phone in North Fort Law, Bubby asks the player if he wants a cut. The player follows Bubby by going to the patrol car in southeast Guernsey City. He brings the patrol car to the garage in Northwest Fort Law Bank and explodes. Then, he takes another patrol car in Northwest Hackenslash and drives back to the bank to pick up Tommy. After picking up Tommy, he fights off the cops and escapes to the garage in North Law Island.

The player goes to the parked van in North Guernsey City. Inside the van, he controls the model cars. The mission is to blow up the Count Hash. This is a fun mission. Both the model car and the Counthash goes fast, but the model car goes slightly faster than the Counthash. When the cars get to East Schlechberg, the model car is able to explode the Counthash, so the player triggers the explosion under the Counthash. It's revealed that the caller's mother is driving the Counthash, and the caller wants his mom dead because she is harassing him for the rent.

The player goes back to the phone in North Fort Law. He hears that Sonetti gets a shipment in for the deal and is sitting in a pickup truck in West Guernsey City. He goes to the truck and steals it, but the truck is rigged with explosives for difficulty. The player heads to Vesuvio in Northwest Hackenslash. He's lucky because if he crashes too many times, he gets

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buried in a matchbox. He takes the truck to Seymour Reamer's in West Guernsey City and eventually gets out because his passenger stops taking stuff. Seymour Reamer called, so the player must take the passenger to Crazy Bob's in East Hackenslash. He kills Seymour's men and heads to Hackenlash to kill Seymour Reamer. Seymour Reamer tries to get away, but fails.

Because Sonetti has a deal in Southeast Estoria, the player needs to kill the deal. After the player kills, he stops at Vega's pad in Southwest Brocklyn. Bubby is feeling horny and begs for his Mayoress. The Mayoress' holiness is opening in Northeast New Guernsey City. The player brings her there before he loses his rag and hard-on. The Mayoress needs to get laid in Southeast Fort Law or else she goes blind. The player tries to run a rag or something.

The player finds a Penetrator and drives it, but the cops are chasing him at the same time. He escapes to the Mudano in South Brix Hospital. He takes the Mudano to Mel's Respray Shop at Central Brocklyn, but there's another job after that. The player goes to the clean patrol car in Southwest Hackenslash and takes it to North Fort Law Military Base. Bubby's friend has the same clean patrol car. Bubby gets the files while the player escapes the base before the cops come and either arrest or kill him. The player is rewarded with dinner at Bubby's house tonight.

The player finds a job in Southwest Kings by driving a Porka Turbo. The Porka Turbo has a radio, so the radio talked to the player saying that Jimmy needs a ride from the bank before the cops arrest or kill him. The player finds a taxi in South Brocklyn Docks and drives the taxi towards the National Reserve Bank in South Ardler. He picks up Jimmy and escapes from the cops who are chasing Bubby's place in Northwest Kings. Upon arrival, a hitman named Bump Kurt arrives at the scene, and the player is told to kill him by rigging his Beast GTS. However, the player is having a hard time deciding and just kills the hitman by shooting instead of rigging.

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Later, the player goes to Southeast Brix to do a job in the Cossie. The angels steal Bubby's car and his private video, so Bubby wants them back. The player goes to Central Kings to save Bubby's stolen things. Then, he steals a buggy and watches out for the henchmen. He goes to the hotel in Northeast Tellburg. After the player returns the stolen merchandise, someone tells the player that Cabot is coming into town to see Sonetti while the caller wants Cabot and Sonetti dead. Cabot will be in the silver-blue Bulldog around Southwest Estoria if quick. The player follows Cabot to Sonetti's place in Northwest Hackenslash and watches him. Then, the player goes inside. He collects a red Itali from Central Hackenslash and carefully takes the car back to Sonetti's garage. He stands back as the explosion kills both.

The player finds an undercover cop car named Stallion in North Hackenslash. There's a DA in West Eaglewood Hospital with an ingrown toenail that Bubby wants to speak to. The player steals an ambulance from North Schlechberg and picks him up. He takes him to the meat warehouse in Central Brix and hangs up. After hanging up, he picks up a car from Southwest Estoria and takes it to the offices in Northeast Island City.

The player enters the Bulldog. The bulldog radio says that someone kidnapped the wife and the boss wants her back before anyone notices. The player goes to the phone in Northwest Hackenslash and talks. Then, the player brings the money to the phone in Southeast Hackenslash. He quickly goes to the phone in Northeast Brix. Last, the player goes to the Eaglewood Bridge in order to throw the money into the boat below and complete the job.

The player enters a 4 x 4 vehicle. The radio tells the player that a friend needs two pickup trucks at Island View Docks. The player steals each pickup truck and goes to the docks. Whenever the truck arrives at the docks, Bubby will pick it up. This happens two times. Then,

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the player is told that there's a guy in Northeast Guernsey City and refuses to pay Bubby. He goes to the guy to kill him. That is a good lesson. The player is nicknamed one sick puppy and goes back. Meanwhile, Sonetti's dealing with a truckload of sweets to kids outside Guernsey Station. Bubby wants the car with the sweets in it, so the player gets it. Sonetti just killed three of his own guys, so the player takes the car into Chink's place and Shitter's pad in South New Guernsey without getting pulled. Upon arrival, the player leaves the car and gets rewarded.

The player finds a random Mudano and starts his job. The radio tells the player that there's a shipment of stuff in the trunk in Southeast Hackenslash fetch. The player brings the car to Coffey's in Southwest Brix and leaves it alone. The cops pick up Pablo and are now in Southeast Estoria. Pablo would be better to get to the office alive. The player goes to Southeast Estoria and kills the five armed guys on the way back to the office while taking Pablo to safety. Once the job is done, Bubby is sick of Liberty City and is off to places like Vice City.

The player finds a red Itali in Southwest Estoria in the same place where the rigged 4 x 4 is placed during the Stallion job. The player gets a call from a fanatic guy and drives to the subway station in East Island Heights. He makes his way to ride the rigged train while entering the forthcoming one. He doesn't steal or leave before the explosion. After the explosion, the player gets wasted which means he's severely injured and gets sent to the nearest hospital. Lastly, he gets called by a strange guy who brings his apologies and admiration before.

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San Andreas - Mandarin Mayhem

The player arrives in San Andreas, a fictional city in the game that is based on San Fierro. He goes to Central Market in Chinatown and calls Uncle Fu first, ordering him to answer the payphone in southwest Chinatown for more instructions. Upon answering the phone, he is told that Hung Well had to abandon his blue-green Porka in south Potato. He collects the Porka car in south Potato and brings it back to Uncle Fu's garage in southwest Chinatown.

Immediately after delivering Hung Well's blue-green Porka, the protagonist is then told that Pu Ling bought a red Mamba, much to Uncle Fu's chagrin as he views red as an unlucky colour. The protagonist takes Pu Ling's car from northeast Woodside, gets it repainted blue at the respray shop in east Telephone Hill and takes it back to Uncle Fu's garage in southwest Chinatown, next to the garage they dropped off Hung Well's car in.

After dropping off Pu Ling's Mamba, the protagonist is then told to meet him at northwest Marina. Pu Ling arrives in a purple Vulture with false plates and tells the protagonist to use it to go and pick up Chu Ying from the bank in east Sunview. After picking up Chu Ying, the player gets the most wanted level and escapes to Uncle Fu's garage.

The protagonist is told to go to a less public payphone in southwest Atlantic Heights (although the dialogue says Aye Valley) for more instructions as the next mission. Various restaurants under Uncle Fu's protection have "premiums" due, and the protagonist is told to collect the payments from the owners. Pu Ping, who owns the Rancid Dragon, is the first on the list to collect from central Glen Wood. After collecting from Pu Ping, the protagonist heads to east Wood Hill and meets Ho Ching, who runs the Belching Buddha. Once the pickup is made, the protagonist is then told to go and meet Lei Ming, who owns the Drooping Lotus, in

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southwest Aye Valley and collect from him. The last owner on the list is Chu Wing Dung, who runs the Rampant Cockerel in northeast Woodside. Once the four pickups have been made, the player brings the money to Uncle Fu's garage and completes the mission.

Immediately after dropping off the protection money from the restaurant owners, the protagonist is informed that Fu Ming refuses to sell his launderette to Uncle Fu, so that it can be converted into a restaurant. This has angered Uncle Fu, and he wants an example made of Fu Ming. The protagonist kills Fu Ming while driving the red car.

After killing Fu Ming, the protagonist is told to answer a payphone in west Woodside. Upon answering the phone, the protagonist is informed that Uncle Fu's nephew, No Chin, has raised a drunken rabble in central Aye Valley who brings shame to the family and must be eliminated. The player kills all six men in this mission.

Immediately after dealing with No Chin's drunken rabble, the protagonist is informed that his followers have planted bombs in several cars around the city which must be defused and returned to their owners. The player goes to several cars across the city and defuses the bomb to save them, with the last being the Yakuza Limo. Once the limo is defused, the player drops off at the garage in Chinatown and completes the mission.

After dropping off the Yakuza Limousine that No Chin's followers targeted, the protagonist is informed that No Chin has escaped and may attempt to flee the city. The protagonist must find No Chin's gang in northeast Sunview and make them talk in order to find out his location. After initially speaking to the gang, they refuse to give up No Chin. The player kills one of the gang members and learns that No Chin is fleeing to China on a boat. He kills No Chin's boat on another boat with the rocket launcher, instantly killing No Chin.

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Next, the protagonist is told to go and answer the payphone in southeast Marina as it is more secluded there. After answering the phone, the protagonist is told that Yu Pong is dead and that his car and its cargo has been impounded by the police. A Squad Car is required to enter the police impound yard, so the protagonist steals the car. Once the protagonist has a Squad Car, he drives to the police impound yard in east Aye Valley. Yu Pong's car is the blue Portsmouth parked nearest the building, and the player takes it to the garage.

After dropping off Yu Pong's blue Portsmouth and its cargo at Uncle Fu's garage in southwest Sailor's Wharf, the protagonist is informed that Uncle Fu has identified Yu Pong's betrayer: Wun Tun Chun has been acting very suspicious and needs to be followed from southwest Chinatown. He eventually leads the protagonist to one of Jimmy the Shovel's hideouts in southeast Glen Wood. The player kills Wun Tun Chun by creating a trap. The trap is the planted bomb that is activated once Wun Tun Chun gets in his car and starts the engine.

Then, the protagonist is told to go and answer another payphone in east Sunview. Upon answering the phone, it is revealed that the police are interfering with Uncle Fu's operations and must have an "attitude adjustment". The player steals a squad car and takes it to the bomb shop. From there, he drives to the diner and detonates the bomb next to the other squad cars. Shortly after the bomb is detonated, all of the squad cars explode.

Immediately after delivering an attitude adjustment to the police by blowing up a number of Police Cars at a diner, the protagonist is contacted by a man named Bryson who has a proposition. The protagonist is instructed to go and pick up a briefcase of money in northwest Glen Wood. Upon retrieving the case, however, Bryson reveals it actually contains C4 explosives and has a dead man's switch attached to the handle; which means the device will detonate should

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the protagonist let go of the switch. Bryson tells the protagonist not to drop the case and goes to several payphones in order to contact someone who needs the money. While the player avoids dropping the case, he kills several men after calling.

The protagonist is told to go and answer another payphone in south Marina. Upon answering the phone, it is revealed that Uncle Fu wishes to test the protagonist's skills against another of his men. The protagonist is instructed to go and meet him in southwest Woodside. Once there, the protagonist is told that they must kill a prisoner before Uncle Fu's man in order to win the contest. The catch is, however, that neither the protagonist nor Uncle Fu's man may attack each other or use vehicles as it is an honourable test of skill and stamina. After killing the prisoner, the protagonist is told to wait for further instructions.

The protagonist is then told that a former associate of Uncle Fu's has delivered vital evidence to the DA and requires a Taxi. After the protagonist has stolen a taxi, Uncle Fu's ex-employee must be picked up from north Marina and taken to a safehouse in west Woodside to meet Long Wang. The protagonist kills the ex-employee.

Immediately after killing one of Uncle Fu's disloyal former employees, the protagonist is told that the DA has already viewed the evidence he was given and so must be taken care of whilst he is jogging. The protagonist kills the DA for this mission.

The next mission begins with the protagonist being told to go and answer the payphone in Southeast Market. After answering the phone it is revealed that the mayor has refused to pay for Uncle Fu's protection of civic properties and must learn to value his services. The protagonist is instructed to hijack a turquoise Juggernaut on its way to the San Andreas munitions depot before it gets there. After locating and stealing the truck on the highway in north Woodside (and

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optionally killing the armed driver in the process), the protagonist drives to the munitions depot in west Sunview. Eventually, the player steals the explosives and drives to the bridge. The explosives then destroy the bridge and explode lots of cars in the process.

Immediately after destroying the Sunview Bridge, the protagonist is told that rival mob boss Don Traegeri is in town and Uncle Fu wants him dead in order to settle an old score. They are told to go and meet Chow Yun Thin in east Excalibur. After meeting with Chow Yun Thin, the protagonist takes him to where Don Traegeri and his bodyguards, Timio and Collini, are located in northern Excalibur and kills all of them.

The protagonist is told to go and answer the payphone in northwest Marina. After answering the phone, it is revealed that Uncle Fu's law firm has been bought by one of their rivals and therefore knows too much, and the protagonist is tasked with eliminating the lawyers. The first target is Mr. Kivlane, the main conspirator.

After he has been killed, the player goes onto the other lawyers and kills all of them. He is then rewarded with things like more money and cars.

Immediately after dealing with Uncle Fu's former law firm, the protagonist receives word that one of the leaders of Uncle Fu's Gang, Keith Ham Yel Tun, has failed them and that honour dictates that he must kill himself. The protagonist is tasked with getting to Keith before he can go through with the deed so that he can be questioned. Keith reveals the elements of this game and then jumps off the roof to his death, leaving the protagonist to hunt down the four briefcases. The player hunts down and collects all of the briefcases.

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San Andreas - Tequila Slammer

After taking a break from work, the player returns to work with El Burro telling the protagonist that he has a job for them, and says to head to Central Eagleside and answer the phone there. Once there, the protagonist is told that someone is using Coaches to bring people across the border illegally. Burro is unhappy about this as it is eating into his profits. The protagonist is ordered to collect a Rocket Launcher which El Burro had left in an alley in northwest Woodside. The protagonist must take the buses out of service.

The player then begins destroying the buses by either using weapons or by bailing out just before some buses are driven into a nearby body of water.

Immediately after destroying the buses for El Burro, he informs the protagonist that his contacts who found them for him need to pay. The player pays several of his contacts before the final contact involves killing a police officer after paying.

The mission begins with El Burro telling the protagonist to go and answer the payphone in central Richman. After answering the phone, the protagonist learns from El Burro that one of his trusted men, Alve, is getting too independent for Burro's liking. He tells the protagonist to head to east Sunview and see Paco and his boys, who reveals that Alve and his boys are just over the bridge in west Woodside. Paco tells the protagonist to head over there and lure Alve and his boys back over to Sunview where Paco's guys will ambush them. Eventually, the player lures Alve and his boys and then kills Pack as he is fleeing away.

Immediately after killing El Burro's disloyal worker Paco, the protagonist is informed that Jefe has heard on the radio that a TV crew has filmed the protagonist's latest escapade. El Burro narrows the search to at least four TV Vans but cannot pinpoint which is the exact crew, so

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he orders the protagonist to destroy all four. The player then goes to all four vans where he destroys all four of them as ordered by his work boss for the job.

The next mission begins with the protagonist being told by El Burro to go and answer the phone in southeast Excalibur for more instructions. Upon answering the phone, El Burro tasks the protagonist with killing eight cops around the city in order to win a bet against his friend Jefe. The player then goes to several locations to kill the eight cops.

Immediately after helping El Burro win a bet against his friend Jefe by killing eight cops, the protagonist is informed of some cars belonging to three of the dead officers which must be disposed of. The player then gets each of the cars that used to belong to the officers. He drives them to the water to dump them to remove evidence.

The protagonist is told by El Burro to go and answer the payphone in southwest Wood Hill (although the dialogue says Sunview). After answering the phone, El Burro informs the protagonist about a Tanker full of "unusual chemicals" has come into town and he wants to know what they are. The protagonist heads to east Sunview, intercepts the truck and then takes it to the Respray Shop in southeast Sunview. Once the plates have been changed and the truck resprayed, the protagonist takes it to El Burro's warehouse.

Not long after dropping off the Tanker full of unusual chemicals at a warehouse, the protagonist is contacted by El Burro who says that the guys who offloaded the chemicals have developed some sort of disease and must be disposed of before the police pick them up and find out about the chemicals. The first target is Pepe, who is walking in central Eagleside. After killing him, the protagonist heads to northwest Eagleside (although the dialogue says Potato) and finds Jorge, who is driving around in his blue Portsmouth. He must be intercepted and killed

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also. The next target is Jose, who is just leaving a bar in east Woodside. After killing Jose, the protagonist then goes on to kill the rest of El Burro's men.

The mission begins with El Burro telling the protagonist to go and answer the payphone in north Potato (although the dialogue says Sailor's Wharf). Upon answering the phone, El Burro reveals that Mike Tallon has contacted him and wants a face to face meeting regarding a deal but El Burro does not trust him and wants the protagonist to go instead. El Burro tells the protagonist to fetch his blue Portsmouth from southwest Marina and go to Tallon's mansion in southwest Sunview to find out what he wants. As soon as the protagonist enters the mansion's compound, Tallon's men immediately try to kill them.

Immediately after surviving an ambush at the hands of Mike Tallon's henchmen, the protagonist is told by El Burro that it is time to get even. The protagonist gets to the police station in south Atlantic Heights. Once there, the protagonist waits a short while for Tallon to pull up in his Squad Car and head into the station to change out of his uniform. He then exits the station, gets into his blue Portsmouth and drives off. The protagonist follows him, and when prompted by El Burro, he kills him by any means in order to complete the mission.

The mission begins with the protagonist being told by El Burro to answer the payphone in southeast Sailor's Wharf for further instructions. Upon answering the phone, the protagonist is then instructed to go and pick up one of El Burro's friends from north Woodside. When the protagonist gets there however, the building behind El Burro's friend explodes and he is killed. El Burro mentions that someone saw a blue Portsmouth in the area just before the blast and he wants the protagonist to question the driver; the car will be in west Glen Wood by the time the protagonist catches up. After intercepting the driver and persuading him to talk, El Burro tells the

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protagonist to get a car rigged with a bomb and take it to the rival gang's hideout in central Marina. The protagonist then parks the rigged car and detonates it.

Immediately after avenging the death of El Burro's friend by blowing up a rival gang's warehouse, the protagonist is informed that the Yakuza have hijacked one of El Burro's shipments and he wants retribution. He tasks the protagonist with destroying some of the Yakuza's Limousines as payback. The first limo to be destroyed is located in central Sunview and is protected by two gang members. After blowing it up, the protagonist goes to another parked limo in south Sunview which is again protected by two Yakuza gang members. El Burro is still not satisfied, so the protagonist must find another gang member's protected limo which is parked in northeast Sunview and blow it up. Destroying the third limo satisfies El Burro, who then decides he should have one for himself so the protagonist will have to head to southwest Sunview and steal the parked limo. The protagonist takes it to a garage in northeast Woodside while avoiding Yakuza barricades (as they are armed with machine guns).

The next mission begins with the protagonist being told by El Burro to go and answer the payphone in northeast Sunview. After answering the payphone, the protagonist is told that one of El Burro's boys is dealing behind his back and must be killed along with his customers and the merchandise returned. The protagonist goes to east Excalibur, retrieves the briefcase of money and kills the six armed men. The next mission is then passed.

Immediately after killing one of El Burro's disloyal men and retrieving a briefcase of stolen money, the protagonist is told that another gang has set up a drug lab in an abandoned underground warehouse and it must be destroyed. Jefe has left a Love Wagon in northeast Sunview (on the Marina side) equipped with five explosives rigged Model Cars. The entrance to

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the base is located in northwest Eagleside and is heavily guarded by at least ten men with machine guns, who can destroy the model cars in seconds. A good tactic is to use four of the cars to kill some of the closest guards and the fifth to destroy the warehouse. The player uses the tactic to destroy the warehouse. Once the warehouse has been destroyed, the mission is passed.

El Burro tells the protagonist to go to the payphone in southeast Potato (although the dialogue says Marina). Upon answering the phone, El Burro reveals that a friend of his is making a movie and promised him a part if he could provide certain "props". The first prop turns out to be an Ambulance (one of which can be found parked at the hospital in south Glen Wood) which needs to be taken to a garage in central Glen Wood. Because it is a disaster movie, the next prop required is a Fire Truck which can be acquired by continually blowing cars up until one arrives on the scene; once stolen it too needs to be taken to the garage in Glen Wood. The third prop required is a Juggernaut which, again, needs to be taken to the garage in Glen Wood (Juggernauts can usually be found on three or four lane highways). The fourth and final prop required is a Police Car which. The player goes to steal a police car and take it to the garage.

Immediately after acquiring various emergency vehicles to be used in a disaster movie, the protagonist is told to go to west Sunview and check out an orange Speeder which is said to contain some interesting merchandise. This turns out to be a trap set by Bryson, who has a score to settle with the protagonist and tells them that the car is rigged with explosives which will detonate if they attempt to get out. Firstly, he gives them 2 minutes to get to east Soviet Hill. Once there, he explains that he has scrambled a number of his more "experienced" customers to the protagonist's location, who can either take their chances or switch to the red Itali GTO which Bryson has left parked there. Upon switching cars, the protagonist has another 2 minutes to get to

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Northeast Sailor's Wharf before the car explodes. Once there, the protagonist switches to the light red 4 x 4 before Bryson's men arrive and again has 2 minutes to get to a red Mamba parked in south Atlantic Heights. This time, Bryson gives the protagonist 2 minutes to get back to North Sailor's Wharf where he will be waiting for them. After arriving, Bryson runs off saying that the protagonist has to kill him before he reaches the bomb's trigger in Sunview in order to survive. Bryson must be killed to complete the mission. He tries to get to the bridge at the edge of the bay bank and the piers – it is much safer for him, because he can be killed only by running over him, since the player cannot get out of the car till the end of the mission. Being locked in the Mamba poses another threat: the henchmen from Soviet Hill chase the protagonist all along the mission, and if he is not quick enough in killing Bryson, they will blow up the car with no chance of escape. Using this method, the player manages to kill Bryson, ending the last mission in San Andreas. That means the player is done working in San Andreas and plans to move homes.

The player gets ready to move to another city. He picks Vice City since he thinks the city has the best jobs that are enjoyable. He goes to the end of San Andreas and begins moving there while the game section ends. The next game section will come.

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Vice City - Bent Cop Blues

The player, also known as the protagonist, arrives in Vice City to finish the last set of jobs and missions there. This is the final section before the player completes the game for good.

Mission 59-1, the first mission of East Vice Beach and Vice City Overall, begins with Samuel Deever telling the protagonist that his ex-wife has run off with his kids and he wants them back. The protagonist must head to the Repair Van parked in north Felicity and take them to Pauly in south Banana Grove, warning that if Pauly dies for any reason the protagonist will suffer the consequences. After taking the kids to Pauly, they must then be taken to the hotel in northeast Vice Beach. Dropping them off, Deever thanks the protagonist by saying they get to babysit his kids that night; he then tells them that a reporter has been following him around for the last couple of days and her car (an Impaler) is currently parked in south Coral City. First it must be taken to Pauly in Banana Grove, who then instructs the protagonist to take it to a garage in northwest Greek Heights where it will be resprayed and sold to hide from the reporter.

Deever then tells the protagonist that his daughter's boyfriend has stolen her red Itali GTB, which Deever had stolen himself in order to give it to her. The protagonist will need to head to northeast Vice Shores, intercept the daughter's boyfriend and take the car back from him. The car will need to be taken to Pauly in Banana Grove, who says to take it to the old Wildcat place in northeast Felicity in order to give it back to Deever's daughter. After dropping off the car, Deever will tell the protagonist that his wife is currently being driven around southeast Richman Heights in a gold Jugular. The protagonist must intercept and steal the car and take it back to Pauly in Banana Grove, who instructs them to take Deever's wife to the hardware store in west Greek Heights where Deever is waiting with a chainsaw. Dropping her off is the last task.

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Mission 60-2 begins with Deever telling the protagonist to steal the Limousine, which is driving around Vice Shores and that the owner must be killed. By the time the protagonist catches up with the limo, it will be nearby in central Vice Beach. After stealing the vehicle, which might have a chance of killing the driver, Deever then instructs the protagonist to go to the nearest bomb shop and get it fitted with explosives: the nearest being in east Vice Shores. Once the explosives have been fitted, the protagonist will need to go and pick up a stripper from Dellboy's strip club in north Miramire. When she gets in the limo, Deever reveals that she has been dealing with the Rastas and needs to be eliminated. Once the limo has been blown up and she has been killed, the mission is complete.

Mission 61-3 begins with Deever ordering the protagonist to go and collect a yellow F-19 from central Felicity and take it to one of Crazy Bob's bomb shops: the nearest being in southeast Richman Heights. After the car has been rigged with explosives, the protagonist needs to take it to Big Ginge's crack house in northwest Richman Heights. The car needs to be parked next to the building and detonated, which blows the place up and kills all of the junkies inside. Afterwards, Deever instructs the protagonist to force some Rasta dealers into parting with their cash, the first being in northwest Little Bogota. After picking up the briefcase of money, the protagonist must go to east Little Dominica and collect from another Rasta dealer. The third dealer is in north Miramire and the fourth and final is in west Vice Shores. The player collects the final briefcase to complete the mission, where he notices he is not tired yet.

Mission 62-4 begins with Deever telling the protagonist about a major drug deal taking place in central Little Bogota. The protagonist must go there and destroy the Tanker, which is protected by several armed men, most of whom are armed with machine guns. After killing most,

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if not all, of them and destroying the truck, the mission is complete. From this point, the protagonist is done with all phone missions from East Vice Beach.

Mission 63-5, the first mission of Southwest Vice Shores, begins with Deever telling the protagonist that a rookie cop is trying to deliver evidence on him to the DA and he does not want that to happen. The protagonist must head to northeast Greek Heights where the cop will be driving in his brown Regal, follow him to a payphone in southeast Richman Heights and then kill him. After killing him, Deever discovers that the cop's wife has already been to see the DA and she was about to call him on the payphone. Answering the phone, the protagonist learns that the rookie's wife is at the Vice Shores station where she will make some calls regarding the DA. They will then have 160 seconds to head to the train station in north Vice Shores and kill her before she can make any more calls. (The only way to get to the platform is from a footbridge in west Vice Beach, though there is another way of killing her: by firing a rocket at the wall of the platform where she stands.) After killing her, Deever instructs the protagonist to get back to a safehouse in east Banana Grove while avoiding the police, in order to complete the mission.

Mission 64-6 begins with Deever telling the protagonist that The Angels owe him for protection and that he wants the leader's Bike. The protagonist must head to east Felicity, steal the bike and take it to a garage in north Greek Heights while avoiding the rest of The Angels and the police; however after delivering it, the protagonist is told that it is not worth the 3 grand that Deever wanted. The protagonist must then head to central Coral City and retrieve a green Penetrator which used to belong to one of the Rastas but Deever shot him the previous evening. After retrieving the car however, it is revealed it was a trap and that several Model Cars rigged with explosives have been sent after the protagonist. Whilst avoiding the cars and the police, the

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car has to be taken back to a garage in south Greek Heights to complete the mission. After this is complete, the player returns home for a break and saves the game. He exits and comes back.

Mission 65-7 begins with Deever informing the protagonist that some punk is pulling a bank job without asking Deever's permission. The protagonist must go to southeast Banana Grove, steal the guy's red Brigham and then go and collect him from the bank in northwest Richman Heights. After collecting him, he must be taken to the garage in central Banana Grove, whilst avoiding the police, to complete the mission.

Mission 66-8 begins with Deever telling the protagonist that several cops who work for him need paying off. First, the protagonist needs to head to east Little Dominica in order to meet and pay off the first one. The second cop, Sergeant Roberts, is in southeast Vice Beach. After paying him off, Deever tells the protagonist that the final cop to be paid off is in northwest Richman Heights. Once meeting him he will demand more money so Deever gives the go ahead to have him killed, but he shoots with a pistol instead. After he's dead, the mission is complete.

Mission 67-9, the first mission in Southwest Greek Heights begins with Deever telling the protagonist that one of his guys says that there is a major drug deal about to go down and should be met in order to get more information. After meeting the guy in northwest Vice Beach, the protagonist is then instructed to head to the docks in south east Richman Heights. All of the Rastas involved in the deal need to be killed but care has to be taken: damaging the Limousines will fail the mission. After the 8 men have been killed (they do not have to be but it is much safer to kill them all), the protagonist needs to take one of the limos to a garage in central Banana Grove. After delivering it, the second limo needs to be collected and then taken to a garage in north Felicity. However, the mission is not complete, as another half of the mission is not done.

After safely delivering both limos, Deever informs the protagonist that the product that was retrieved from them now needs distributing and half is currently sat in a red Brigham parked in central Banana Grove, outside the garage where the limo was dropped off. The first dealer to buy some is in south Greek Heights, the second (Jimmy the Shovel) is in southeast Vice Beach and the third is a guy called Begbie in southeast Banana Grove. After delivering the first lot of product, the second lot from the second limo is now ready and waiting in another red Brigham in north Felicity again outside the garage. The first dealer waiting for product is in north Vice Beach, the second in north Greek Heights and the third and final is in south Felicity.

Mission 68-10 begins with Deever telling the protagonist of a doctor in south Banana Grove who has paid for a good driver and needs picking up in his Limousine. After collecting him, he needs to be taken to the abortion clinic in southeast Little Dominica. After getting there however, anti-abortion activists will start shooting at the limo in a big ambush (they will also block off the entrance with two red Brighams). Once escaping, the protagonist needs to take the doctor back to the house they collected him from in south Banana Grove to finish the mission.

Mission 69-11 begins with Deever telling the protagonist that the car dealer in central Vice Shores is working for the Rastas. The protagonist must head to his dealership, steal his red Hotrod and head to southwest Little Dominica. Once there, the protagonist has to stir up some trouble by engaging in a shootout and killing the ten gang members on the basketball court. After they have all been killed, Deever instructs the protagonist to wait and see if the Rastas retaliate. Deever decides to scrap the waiting game and tells the protagonist to take the red Brigham from outside the Rasta house in northeast Little Bogota and head back to the car dealership. Once

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there, all the cars parked outside, a red Hotrod, 2 yellow F-19s, a red Itali GTB, a Classic, a blue Panther, an Impaler, a blue Thunderhead and a yellow and red 29 Special must be destroyed. Destroying all the cars will cause the gasoline filled buildings to explode as well and start off Deever's planned gang war, completing the mission.

Mission 70-12 begins with Deever informing the protagonist of a courier heading to the Rasta crackhouse who must be followed. He will be driving a yellow and red 29 Special and by the time the protagonist catches up with him, he will be in southeast Miramire. After he gets to the crackhouse in north Miramire, Deever will then tell the protagonist to go and steal a Tanker from a guarded compound in northwest Little Bogota. Once it has been stolen, it needs to be taken back to the Rasta crackhouse and parked against the wall. The protagonist needs to shoot the truck until it explodes, which will then cause the building to explode too. After the crackhouse has been destroyed, the mission is complete.

Mission 71-13 begins at a phone station in West Banana Grove where Deever is telling the protagonist that Dell from Internal Affairs is on his way to the station and must be stopped. He will be driving a brown Regal and by the time the protagonist catches up to him, he will be in northwest Greek Heights. After killing Dell, Deever then tells the protagonist to go and pick up a Limousine from south Banana Grove and then pick him up from the courthouse in southeast Coral City as he needs to get out of town for a while. After picking Deever up, however, the ATF will appear and start shooting, so the protagonist must quickly take Deever back to south Banana Grove to complete the mission.

Mission 72-14 begins at a phone station in South Vice Beach where Deever is telling the protagonist that Internal Affairs are onto him and that there is a Transit Van in southwest Felicity

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that needs to disappear. After collecting it, the protagonist needs to take it to a parking lot in west Little Bogota so that the Rastas will take the heat for it. Once the van has been dumped, the protagonist needs to head back over to east Felicity and collect a TV Van, which has the bodies of 8 dead cops in the back, and take it back to the parking lot in Little Bogota. After dumping the van, the protagonist is told of another Transit Van in central Vice Beach which needs to be dumped in the parking lot with the others, as it contains the body of Deever's ex-wife's boyfriend. The protagonist will then need to head back over to northwest Felicity and collect a peach coloured Pickup, which also contains a dead body. Once all 4 have been taken to the parking lot, they all need to be blown up in order to complete the mission.

Mission 73-15 begins at a phone station in Northwest Vice Shores where Deever informs the protagonist that El Burro is in town and that he has a "surprise" for him. He instructs the protagonist to go and collect a Transit Van in central Little Bogota and take it to where El Burro and the Rastas are involved in a deal, the park in southwest Vice Shores (where the mission phones are). The protagonist must get to El Burro, fighting through at least 10 armed thugs, and kill him to complete the mission.

Mission 74-16 begins at a phone station in Northwest Richman Heights where Deever is telling the protagonist that the First Lady is visiting several hospitals in the city today and he wants her dead because she annoys him. The protagonist will have just over 6 minutes (400 seconds) to find her Limousine which is parked at the hospital in northeast Little Dominica and guarded by two armed bodyguards (there will be no directional arrow to show the player where the limo is). After stealing it, the protagonist needs to take it to a house in south Banana Grove (although the dialogue says Felicity). The protagonist must then head to a bomb shop and get the

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limo rigged with a bomb: the nearest shop is in southeast Richman Heights. After the bomb has been rigged, the limo will need to be returned to the hospital in Little Dominica, parked next to the wall and the explosives detonated. Once the hospital has been destroyed and the First Lady killed in the explosion, the mission is complete.

After completing one set of missions in Vice City, the protagonist meets Samuel Deever in west Banana Grove. Deever says, “You listen to me you two-bit motherfucking cocksucker! I hear you're working behind my back! If that's true I'm gonna fuck you like a crazy bitch! Get the fuck out of my sight!” Finally, the protagonist is done for the day and exits the game for now.

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Vice City - Rasta Blasta

Mission 75-17-0 begins as an introduction to the next set of missions with Deever telling the protagonist that a red Itali GTB that belongs to one of the Rastas is currently parked in northwest Richman Heights. After stealing it, the protagonist will have 2 minutes in order to get to the nearest bomb shop (southeast Richman Heights) and get a bomb fitted to it. Once the bomb has been fitted, the protagonist will quickly need to return it to where they found it. The owner leaves the building and is immediately killed as he gets back in the car and it explodes.

After this attack against the Rastas, Deever will inform the protagonist that he wants them to go to the payphone in central Greek Heights. He will then tell the protagonist that he thinks they picked up a tail and in order to make sure, he wants them to go to the payphone behind the police station in south Miramire. Deever tells the protagonist that it looks like the Rastas have finally given up and want to meet, so he tells them to get to the payphone in central Vice Beach. Once there, Deever tells the protagonist that he wants them to let him know what the Rastas have said immediately after the meeting; Brother Marcus will then show up and tell the protagonist that they do not have to keep working for Babylon. He gives them a choice: if they want to keep working for Babylon then leave the park to the left, if they want to join forces with the Rastas leave to the right.

The player chooses to join forces with Marcus and is welcomed to the Rastas before informing them of more work at the three groups of payphones because of parking.

After the introduction mission is complete, the player is going to complete four missions at a time in three locations for now. The phone locations for this set of missions are exactly in the same place as the first set in Vice City for a dozen missions, which is considered the second half.

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Mission 76-18-1 starts with Marcus telling the protagonist to hurry over to east Miramire in order to save Jimi and some other Rastas from an attack by Babylon "scouts". There are 10 armed men who must be killed in order to complete the mission.

Mission 77-19-2 begins with Brother Marcus informing the protagonist that the "high priest of Babylon" has entered town for a radio show and must be dealt with. The protagonist then has 2 minutes to get to west Felicity where his Limousine is located, along with a swarm of bodyguards. The limousine must be destroyed in order to complete the mission.

Mission 78-20-3 begins with Brother Marcus telling the protagonist on the phone to go and meet Brother Leroy in southeast Miramire in order to collect some money from him. Upon getting into Leroy's green Penetrator, however, he reveals that he has a bomb in his bag and gives the protagonist 60 seconds to take him to the hotel in south Richman Heights. Once there, the protagonist must park directly in front of the hotel and leave Brother Leroy to blow himself up. Doing so will destroy the hotel and complete the mission.

Mission 79-21-4 begins with Brother Marcus informing the protagonist of Babylon's plan to kill Brother Zachary. The protagonist will then have 100 seconds to get to the hotel in south Greek Heights and once there must go up to the roof of the building opposite and kill the 5 armed Babylon agents. Once this is done, the mission is complete.

Mission 80-22-5 begins with Brother Marcus informing the protagonist that he has found the location of a Babylon high priest and that he needs to be taken out. The protagonist must head down to south Banana Grove, where the high priest and his heavily armed bodyguards are located. Once there, Brother Marcus will inform the protagonist that some of his men are just round the corner in southeast Banana Grove and will assist in killing the bodyguards. After

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collecting them, the protagonist needs to fight the parked Limousine and destroy it in order to complete the mission. The protagonist keeps memories about the new mission counting set.

Mission 81-23-6 begins with Brother Marcus informing the protagonist on the phone of several Babylon vans roaming around the city which are full of "scouts" looking to kill members of the Brethren and must be stopped. The first Transit Van is in southeast Banana Grove, the second in south Felicity and the third in north Little Bogota. All three must be destroyed to complete the mission. The drivers of the vans are armed.

Mission 82-24-7 begins with Brother Marcus informing the protagonist that Babylon agents are looking to cause some more trouble with the Brethren. The protagonist will then have 60 seconds to get to the compound in east Richman Heights. Once there, Marcus will reveal that Babylon are targeting several cars belonging to the Brethren which contain weed and they must be secured. There is a yellow F-19, a Classic, a yellow and red 29 Special and an Impaler which must be protected from 4 Babylon gunmen in order to complete the mission.

Mission 83-25-8 with Brother Marcus informing the protagonist that Babylon have been burying bodies on Rasta holy ground and that it must be stopped. He directs the protagonist to the graveyard in south Little Bogota, where there are 10 Babylon agents gathered around a grave in the southwest corner. They must be all killed in order to complete the mission.

Mission 84-26-9 begins with Brother Marcus informing the player that a pimp named Spindly Jim has been working on Rasta turf and must be dealt with. On foot, the protagonist must follow him from the street corner opposite the phones back to his rent boys. The first is in north Richman Heights, the second in south Richman Heights, the third in a different location in north Richman Heights and the fourth in south Little Bogota. After finding out where all of Jim's

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rent boys are, the protagonist must then kill him before he reaches his house. Once Spindly Jim is dead, the protagonist then has to revisit the four rent boys and give them each a slap, which tells them they now work for the Brethren. All four must be revisited in the order they were found and all four need to be chased down and then punched. The fourth one, however, will need to be chased and slapped twice before he can be convinced. Once all four have been slapped and changed sides, the mission is complete.

Mission 85-27-10 begins with Brother Marcus telling the protagonist that for too long, the Brethren have been sharing Vice Beach with Babylon and this needs to change. Once in east Vice Beach, the protagonist will have just over 3 minutes (200 seconds) to drive around Vice Beach, destroying Babylon Limousines and killing their men. The first limo is parked in north Vice Beach and is protected by one Babylon agent, the second target is in east Vice Beach and will be two Babylon foot soldiers (only the one the arrow points to needs to be killed), the third target is another limousine parked in west Vice Beach which is also protected by a Babylon agent, the fourth target is in northeast Vice Beach and will be protected by 8 bodyguards, the fifth target is another limousine protected by a Babylon agent in southeast Vice Beach and the sixth and final targets are 2 Babylon agents located at a payphone in southwest Vice Beach. They must all be killed and destroyed in the time limit to complete the mission.

Mission 86-28-11 begins with Brother Marcus informing the protagonist that Brother Aerol has been killed by a Babylon agent who is being taken to a safehouse. The protagonist must track down and intercept the transport Bus which is driving around southwest Felicity. The Bus must be taken to the docks in southeast Richman Heights to destroy (although the dialogue says Felicity), where a number of the Brethren will be waiting. The player goes after the bus

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towards the building in Coral City and destroys the bus just before it enters the garage for the building. After he destroys the Bus, the mission will be complete.

Mission 87-29-12 begins with Brother Marcus telling the protagonist that a Babylon hitman is after Brother Maelcum and must be stopped. The protagonist will have 60 seconds to locate the hitman at the footbridge in southwest Vice Beach who will then lead the protagonist to Brother Maelcum, who is in the park in southwest Vice Shores. After killing the hitman, Maelcum reveals that Babylon has put a price on Brother Marcus' head too, ending the mission.

Mission 88-30-13 begins at a phone station in Southwest Felicity with Brother Marcus telling the protagonist to go to the payphone in northwest Little Dominica for more instructions (although the dialogue says Little Bogota). Marcus then directs the protagonist to another payphone in east Greek Heights where he reveals that the Brethren want retribution on Judge Alberts, who has passed harsh jail sentences onto some of the members. The protagonist will be told to go and collect a red Brigham from central Miramire as it is what Judge Alberts is expecting to pick him up but the real driver had a little "accident". The protagonist needs to take it to the nearest bomb shop (southeast Richman Heights) and then go and pick up the judge from a funeral at the graveyard in south Little Bogota. After collecting the judge, he needs to be taken to the police station in north Vice Beach where the car needs to be detonated "on Babylon's doorstep" in order to complete the mission.

Mission 89-31-14 begins at a phone station in Southeast Miramire with Brother Marcus informing the protagonist of Babylon's plan to kill his mother in order to get to him. The player needs to steal a Taxi and go and pick her up from southwest Greek Heights. She will then need to be taken back to her house in east Vice Shores to complete the mission. However, the mission

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almost failed when another taxi was just behind the player's taxi. It seems that Babylon's taxi picks up another passenger the player never knows and is killed instead of the mother.

Mission 90-32-15 begins at a phone station in West Vice Beach with Brother Marcus revealing his plan to disrupt Babylon propaganda: the protagonist will need to head to northwest Felicity and destroy the Tanker which is driving around (despite being told it was a van). After blowing it up, the protagonist needs to go to the graveyard in southwest Little Bogota and steal an identical Tanker and take it to the TV station in east Felicity. After it has been loaded up, it then needs to be taken to a garage in northwest Miramire where it will be unloaded by members of the Brethren. Once it has been dropped off, the protagonist then needs to go and collect another Tanker in west Little Bogota which needs to be taken to the nearest bomb shop located in southeast Richman Heights. After a bomb has been fitted, it then needs to be taken to the building in west Vice Shores and detonated. Once the building has been destroyed, the mission ends and is complete. The player only needs to celebrate the end of the game to finish.

The player meets Brother Marcus in northwest Greek Heights. Brother Marcus then says, "Hey rude boy! Got the idea that you got the job done and t'ing. I'm just saying well done, serious cash in the briefcase, so I don't think I'll be seeing you for a long time!" The game is complete.

GTA London 1969

Boys will be Thieves

The player is told that if he wants a job, he must go to the phone in Northeast Chelsea. He takes his own car and drives to Northeast Chelsea by phone in order to start his first job. When the player talks on the phone, he is told that The Crisp Twins, Albert and Archie, want a Mob Scooter for their mom. He goes to Central Chelsea to steal the scooter and then goes to Harold Cartwright's home in Southeast Soho, or Mile End. He tries to find Harold at his house, but he's not to be found there. It turns out that Harold is in the alleyway, so the player meets him there.

Mods and Sods

The player finds a phonebox in Southwest City. Keith tells that Harold Cartwright has some drugs brought in to lure the Mods, but they were stolen by a guy named Chalkie. The player goes to Northwest Angel and collects the green Crapi. He goes to Northeast Soho to find Chalkie and punch him. Chalkie says that he drops in a bush in Northwest Soho because there is police everywhere and that he doesn't want to be caught with them. After collecting the drugs, the player chases Chalkie as he tries to flee to the same place where the player found him. Then, the player shoots Chalkie down and heads to Chalkie's pub in West Soho. Harold wants to show people that he is not to be messed with. The player then plants some explosives at the front of the pub and waits for it to blow up. Once the place is blown up, he completes his job for the day.

The next day, the player goes to the same phonebox and is told that there's a drug deal going on with the Mob gang which is as kosher as a synagogue. He goes to the club in West

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Chelsea to get to the deal. However, it turned out that there is no deal as there are no dealers inside the club. An unhelpful doorman comes to the club, and the player punches him. The doorman reveals that some of the Mods are on the rooftop of Southwest Westminster who are waiting for a drug delivery there. The player heads to the rooftop in order to kill the four Mods, but on the way to the rooftop, he finds a flamethrower at the top of the ramp to the building. He uses the flamethrower to kill the mobs and steals a bike parked on the rooftop. He jumps to the other rooftop. After jumping the bike to the other rooftop, the player takes it to Len's garage in northeast Westminster and is done for the day.

The Mob is interested in football gambling. They place a bet in a football game to make sure that they will never lose these types of bets. The player heads to Central Brixton to collect a rocket launcher and tracks down a coach belonging to the Rangers team driving around in South Camberwell. He later blows up the coach which kills the team instantly. The mobs arrange for a team to take the taxis instead, so the player picks up a cab parked in Southeast Camberwell to pick up the two midfielders in South Bermondsey. The two midfielders want to go to Honest Ray's Auto Shop in West Brixton, so the player heads there to complete his mission.

The player takes his last job for the phonebox in Southwest City. He is told that the Noles Brothers have been taxed five times by stealing money and drugs from the mob that needs to be dealt with. He goes to East Camberwell to steal the blue Jugular E and finds the Noles Brothers in Northeast Bow involved with the stolen drugs. When the player arrives, he shoots the Noles Brothers and escapes to Harold's sister Beryl's place in Central Camden Town while escaping from the cops. The player keeps his head down without slap and tickle mind.

The player enters the first Walkie Talkie job. He is told that Albert Crisps loves art, but,

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there's only a few paintings available. The player goes to Albert's contact at the museum in Northwest Westminster with some Taff and buys them all. He takes the paintings and thanks to some cash Dr. Zel purchases and pays fines anyways. He takes the paintings to the garage in North Soho. After dropping off the paintings, a special branch has been brought in to investigate the art theft and all loose ends that need to be taken care of. He steals a cab from the taxi rank in East Bow and have 40 seconds to go to the pub to pick up Dr. Zel. When Dr. Zel gets picked up, the player takes him to the docklands in Northeast Bermondsey where they will find a parked Sweets Van. The player and Dr. Zel get in the van and use it to nudge the cab into the river in order to complete the mission for the day.

On the next day, the player goes to the phone in East Westminster. Jack Parkinson's mate named Sidney is having a picnic in order to prepare for a bank heist while Harold Cartwright wants a piece of it. The player looks after Sidney Moore and picks up a catering van located in East Chelsea. He gets some pie and liquor of the mash quickly as well as pickled eggs. He moves the puddling and gets some Spotted Dick. He delivers the food in North Hyde Parkway. Once the food is delivered, he waits for a short while for Sidney to finish eating and will then pick up the leftovers. The player gets back in the van and delivers the leftovers to Sid's place in Northwest Bow to complete the mission and therefore pass it.

A boss named Midnight wants to back out the planned power station job. The player goes to Keith in South Angel for more information about the power station job. He finds Midnight's best boy at Prince Albert pub in Northwest Soho and gives him a beating to find out what Midnight is up to. Beating Midnight's boy reveals that Midnight feels that the Mobs are beneath him and will no longer do jobs for them. Midnight has no intention of doing the job and is at the

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power station getting ready to leave. The player drives to the power station in East Battersea and steals the green Jugular E that is leaving. He drives the green Jugular E back to the power station and parks it around the back against the wall in order for the power station to explode. The power station explodes which destroys all the power all over the city. As a result, The lack of electricity sets the motion for future jobs to be pulled, but Midnight still needs to be dealt with. Midnight flees in South Battersea, but the player kills him before he escapes.

After the power station job, the lack of electricity prevents emergency calls from service. As a result, the Mobs are able to pull a few bank jobs, but the boys who do the bank job need to be picked up. The player steals a double decker located parked in Southeast Chelsea and picks up the Fingers, who are waiting at the banks in South Soho. He picks up Lenny from Southeast and Terry from the Northeast. Last, the player drives to the garage in East Mile End.

Jack Parkinson wants three Beagle 3s, and all three cars are located at a car dealership in Northwest Bermondsey. The player goes back and forth between the car dealership and the garage in Northeast Bow two times. He steals the first car and goes to the garage. He goes back to the dealership to steal the 2nd car and goes to the same garage. He goes back to the dealership and steals the third car. However, the player returns it to the garage in Southeast Chelsea.

The player is told to go to the phonebox in Northeast Bow to start his last Walkie Talkie mission. An old friend of the Crisp Twins, who is now in the government, needs assistance in leaving the court. The player heads to the courthouse in Northwest Westminster and allows the old friend to leave his Royal Stretch by causing five reporters in front of it to flee. After the old friend safely leaves, he tells the player that three other reporters fled with evidence and that all three need to be killed. The first reporter tries to escape in a blue Myni in North Westminster,

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the second in a green Myni in Northwest Westminster, and the third in a similar car around the corner. The player finds all three reporters in their cars and destroys them.

The player goes to North Chelsea and finds a Royal Stretch. Inside the limo is the radio for the player's job. Lucan talks to the player on the radio telling that he needs to get picked up and driven to a plastic surgeon in Southeast Soho. He needs to disappear and have a spot of bother with the nanny. When Lucan arrives at the surgeon, he won't be seen by anyone.

The player finds another vehicle job in North Soho by entering the Crapi. The radio informs that Gary is hurt while the Bill is after him. The player brings Gary to the place in East Bow being chased by the bill. Upon arrival, the place will fix Gary up and patch him. He'll be right as the rain in no time, and they get his delivery car out of the car.

The player starts another job in Northeast Brixon when he becomes a Ranger. His goal is to drive to Jehads' Department Store in Southwest Camden Town and blow it up. He parks the ranger in and runs away to watch the explosion.

Young Jack wants the player. He congratulates the player for doing his job. If the player wants work from the Crips, he has to get a mission from Jack. He's on his own, so he has to find jobs and missions himself. He heads to the bomb shop, and he's a bit tasty from the word on the street. It's a good effort to keep working for the criminal leaders.

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Chelsea Smile

The protagonist is told that the Mob wants to take control of the market but some rival gangs think they control it. The protagonist is tasked with eliminating their main men, the first of whom is driving around northwest Camden Town in a red Myni. After blowing it up, the protagonist goes to north Camden Town and kills another five of them and then deals with their hangout. The protagonist collects a yellow Crapi parked in north Chelsea, which is packed with explosives, and takes it to the gang's hideout in south Camden Town. After the hangout has been destroyed, the protagonist steals the black Sweets Van parked around the back and takes it to the garage in east Mile End to complete the mission for his job.

Immediately after dealing with a rival gang who were controlling the market, the protagonist is told to go and meet their contact in West Angel. The contact says that Jack Parkinson wants the protagonist to go and collect the insurance money from the various traders in central Camden Town, but after visiting the first one he refuses to pay up, claiming that Arthur says they no longer have to. The protagonist goes to Arthur's shop in southeast Camden Town but, again, is told to leave by Arthur who then calls the police. The protagonist is then told to go and fetch a yellow Ferocious GTO with explosives in it from west Soho and then head back to Arthur's shop to blow it up. After blowing up the shop and killing Arthur, the protagonist then goes round the various market traders who will now hand over the insurance money. After collecting all the cash, the player takes it to the garage in southeast Mile End.

Immediately after collecting all of the insurance money from the Camden Town market traders, the protagonist will be informed that someone has stolen the Mob's specially made inflatable sex dolls (complete with TNT) which were intended to teach Filthy Colin a lesson. The

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protagonist heads to central Camberwell to collect them but the TNT detonates as soon as they get near the house. A second lot is located at another house in northwest Camberwell, however the protagonist needs to be aware that these will explode too once back in a vehicle so the protagonist will have to jump out as soon as possible or risk dying! The rest of the dolls are located in a black Sweets Van driving in north Brixton and once stolen, have to be taken to east Chelsea in order to be given to Colin. As soon as Colin gets in the van, the dolls explode and kill him, completing the mission and therefore another task of the job.

The next mission begins with the protagonist being told that an important client of the Mob is being hassled by some upstart, who needs to be dealt with. The protagonist first heads to the entrance of the football stadium in southwest Soho and collects a briefcase of money left by the client to pay for the job. After collecting the money, the protagonist goes and collects a Coach parked in west Brixton and picks up the upstart from the stadium in southwest Southwark. After picking him up he needs to be taken back to the stadium in southwest Soho, but taken around to the back alley in south Hyde Park where he will be dealt with by three of the client's associates. After they blow up the Coach and kill the upstart, the rest of the client's money is sat in the red S-Cart next to the alleyway and needs to be taken back to the garage in southeast Mile End to complete the mission. The player goes back to the garage and completes the job.

Immediately after doing a favour for one of the Mob's most important clients, the protagonist is told to go and fetch a London Cab parked in central City. After collecting the cab, the protagonist is informed of a Beefeater at the Tower of London who owes the Mob a lot of money and to settle his debt, they want him to tell them how they can steal the Crown Jewels. After speaking to the Beefeater at the Tower in south Bow he initially refuses to cooperate, but

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after a punch he changes his mind; the protagonist takes him and the cab to a garage in east Mile End. Once he has been dropped off, the protagonist goes and collects a blue Beagle 3 which is parked in west Mile End and is packed with explosives and takes it back over to the Tower. At the Tower, the player parks the car next to the building, and the explosives detonate; this will cause enough of a distraction for the protagonist to go inside after the explosion and collect the Jewels and take them back to the garage in east Mile End to complete the mission.

After stealing the Crown Jewels from the Tower of London, the protagonist is informed of two big deliveries of used bank notes heading to the bank in north City and the Mob wants them. The protagonist goes to get to the black Sweets Van driving around west Chelsea; after stealing it and collecting the bank notes, the protagonist gets out of the van, and the van explodes itself. The protagonist steals a London Cab and takes it to the docks in north Battersea, where the money will be shipped to Jersey. After dropping the cab at the crane, the protagonist goes to get to the second black Sweets Van in south Camberwell; after stealing it and collecting the cash, this too gets exploded after the player exits the second van. Once the second delivery of bank notes has been collected, the protagonist steals the third London Cab and takes it to the crane in north Battersea. After the cab is picked up by the crane, the mission is complete.

The next mission begins with the protagonist being informed that "some posh nob" is hassling one of Albert Crisp's boys and needs to be dealt with, however the police need to be distracted first. The protagonist fetches the Flatbed parked in west Soho then goes to Big Ben in southeast Westminster and finds the caretaker. Speaking to the caretaker, he refuses to tell the protagonist how to change the time on the clock tower so he needs a bit of physical persuasion; he will then reveal that the time is changed using the control panel. After the protagonist has

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changed the time, the Tour Buses will leave early, which allows the protagonist to steal the one that immediately leaves Big Ben. Once the bus has been stolen the protagonist needs to go back to Big Ben, pick up the three German tourists and take them to the garage in west City.

Immediately after kidnapping some German tourists in order to distract the police, the protagonist finds the posh guy's Royal Stretch which is driving around north Bermondsey. After stealing it, the protagonist takes him to the garage in northeast Bow and then has to wait to be contacted about the ransom money. The player eventually gets information.

The protagonist then has to go and collect the ransom money from northeast Brixton, next to the hospital, and take it to the garage in east Bermondsey. After dropping off the ransom, however, the protagonist is informed that some Mods grabbed the posh guy in order to take him back to Buckingham Palace and collect the reward money. The protagonist intercepts and steal the Royal Stretch, which is driving around north Mile End, and then takes him to the Palace in central Westminster. The protagonist collects the briefcase of reward money.

The next mission begins with the protagonist being informed that Jack Parkinson is angry at a guy called Endeavour Chambers for messing around with his girls. The protagonist is instructed to go and steal Chambers' car which is parked in east Brixton. After retrieving the car, the protagonist is contacted by Chambers' boss (being mistaken for Chambers himself) and is given a new mission: Austrian terrorist Hans Nemesis has stolen an ICBM and it must be recovered, revealing that Chambers IS a secret agent after all. The protagonist intercepts and steals the ICBM, which is driving around north Bermondsey. After stealing it, the protagonist is contacted by Nemesis who tells him to get the truck back to his garage in northwest Brixton before it explodes. Dropping the truck off at the garage, the protagonist is confronted by six of

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Nemesis' henchmen who must be killed and their two limousines destroyed. The player exits the garage and kills the henchmen. Last, he uses his weapons to destroy the two limousines

The protagonist must then get back to Chambers' Jug Swinger, which is parked around the corner. They will then be informed that Nemesis has hidden the launch codes for the ICBM in two cars being driven around the area: the first is a red S-Cart driving around southwest Camberwell and the second is a green Crapi driving around northwest Brixton. After retrieving the codes, the protagonist goes to get to the ICBM in west Brixton in order to deactivate it. All the protagonist has to do is get into the truck to deactivate the missile and complete the mission.

After the player completes the phonebox missions, he enters the Copper parked in southwest Westminster to begin this mission. The protagonist is told that the Crisp Twins need this car for a job they are planning. It has to be taken to the garage in northeast City, while avoiding the police. The player does so and escapes, completing the mission.

After the copper mission, the player enters the Tanker parked in central Bow to begin this mission. The protagonist will be told to take the truck (which is rigged with explosives) to the intersection in southwest City, while avoiding the police. It will need to be parked in the middle and detonated, which will help take police attention away from the Mob, in order to complete the mission. The player does what is told by his job boss for this mission.

After the tanker, the player enters the Ranger parked in southwest Bermondsey to begin this mission. The car contains a load of expensive (and illegal) rhino skin rugs which were stolen from the Crisp Twins. They need to be taken to a garage owned by the Crisp Twins in southwest City in order to complete the mission. The player does so for all of this mission.

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Dead Certainty

The player takes a break for a while and finds another set of missions. This is also known as a weekend for the protagonist to spend time with. He begins a mission at Phonebox 1. Also, a new set of missions now gets counted because the player completes 26 missions already.

Mission 27-1 begins with the player being informed that the Crisp Twins are planning a big job and they need two Mynis. The first one is parked in north Chelsea and needs to be taken to the garage in northeast Bow; the second one is parked in east Bermondsey and it also needs to be taken back to the garage. Once both Mynis have been delivered, the protagonist is told of a souped up Myni parked in northeast Bermondsey, which needs testing. The protagonist has 40 seconds to drive the car around the area without destroying it, in order for the test to be complete. After testing the Myni, some armour plating on a blue Sweets Van parked in the same area as the Myni needs to be tested as well. The protagonist needs to get in the van to arm the explosives, get out and stand back a bit and then watch as the entire van explodes. After being told that they "only needed to blow the bloody doors off", the mission is complete.

Immediately after stealing and testing some vehicles for a big job, the protagonist will be told to go and answer the phonebox in southwest City. Answering the phonebox, the protagonist will be told by Albert Crisp to go to Trafalgar Square in central Soho and disable the security cameras by placing "scramblers" next to them. The protagonist will have 75 seconds to disable the three cameras covering the roads into the Square (there is an orange Crapi parked next to the phonebox which can be used). After the cameras have been disabled, Albert tells the protagonist to pick up the Rocket Launcher just next to the Square (towards the western side) and use it to blow up the Golden Tank which will appear on the road. Once the tank is destroyed, Albert tells

the protagonist to pick up the "goods" located in the centre of the Square, get in the red Myni parked near the southern entrance. After entering the car, four police roadblocks will appear around the Square as an attempt to prevent the protagonist from escaping. The player must head to the garage in southwest Bow to complete the 28th mission overall and the 2nd of the set.

Mission 29-3-1 begins with the player being informed of an MP (stands for Member of Parliament) associate of Archie Crisp who is having trouble with his creditors. In order to get back at them, first the protagonist is instructed to go and pick up a prostitute from west City; she will be waiting in a Royal Stretch. After collecting her, however, the protagonist will be told she is too attractive to waste on one of the MP's creditors, so they will have to take her to the garage in southeast Mile End. Once she is dropped off, the protagonist will be told of another, less attractive call girl, waiting to be picked up in another Royal Stretch in northeast Mile End. After picking up the "skanky tart", she will need to be taken to the garage in central Camden Town: one of the creditors is staying in a nearby hotel and the Mob will use the prostitute to blackmail him by taking pictures of them both and threaten to send them to his wife if he does not back off Archie's MP friend. The player continues to go and drop off the prostitute at the garage.

After dropping off the prostitute at the garage, the protagonist will be informed that one of the other creditors is in southeast Soho on his way to the nearest police station; they have 30 seconds to find and kill him. After killing him, the protagonist will be told that the third and final creditor will accept a percentage of what he is owed and that there is a briefcase of money in south City which needs collecting. It will need to be taken to the creditor, who is staying in a hotel in central Angel, to complete the mission. After the mission is complete, the player counts on a subset where the overall is first, the set is next, and the subset as the phonebox being last.

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Immediately after dealing with some creditors who were harassing an important friend of Archie Crisp, the protagonist will be informed that Rough Tony, the pimp of the "skanky tart" used to blackmail one of the creditors found out that the Mob used one of his girls without his permission and has kidnapped the other girl (the first, more attractive one). She will be in a Royal Stretch parked in west City and will need to be taken back to the garage in east Mile End. After dropping her off it will be discovered that Tony had slapped her about a bit, which immediately angers the Crisp Twins as they do not believe in violence towards women. Despite this belief, the protagonist will be told to go and kill Tony's "tarts", the first is in central City, the second in southeast City and the third in northwest City. After killing the three prostitutes, Rough Tony will come looking for the protagonist and attempt to kill them and needs to be killed himself. Once Tony is dead, the protagonist needs to go to central Angel and steal Tony's car as he was known to be a prominent drug dealer and probably has a stash hidden in it. The car needs to be taken to the warehouse in north Bermondsey to complete Mission 30-4-2.

Mission 31-5-1 begins with the protagonist being informed that Albert Crisp has bet on the big upcoming football game but stands to lose a fortune due to his chosen team having a bad goalkeeper and has lost his rag: he wants the protagonist to go to the football stadium in southwest Southwark and kill all of the players there. Once at the stadium, the protagonist will have 30 seconds to kill as many people as possible (the players are the ones in pink and red shirts who do not react to gunfire). After the timer has expired, 3 of the players (one of them being the useless goalkeeper) will have managed to escape and need to be hunted down and killed: the first is in central Brixton, the second in northeast Southwark and the third in east Brixton. Once the players have been killed, the protagonist will be told that some of the Mob's associates have been

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cornered by some hooligans in west Battersea and need saving. The protagonist will have 50 seconds to get to west Battersea and cause the 5 hooligans to scatter (just driving near them will do) to complete the mission. This means that the player is currently reporting to Phonebox 3.

Immediately after dealing with a useless football team and scaring off a number of hooligans, the protagonist will be informed that Albert Crisp is convinced that Harold Cartwright has stolen some of his personal supply of drugs and has now disappeared. In order to find out where Harold is, the protagonist has to go and meet Cyprus Phil in northeast City. Phil will deny knowing where Harold is, however, and Albert himself will order the protagonist to kill him. After killing Phil, Albert will tell the protagonist to go and find Harold's sister Beryl in central Soho and talk to her. She will deny knowing where Harold is too and Albert will angrily tell the protagonist to kill her as well. Once Beryl is dead, the protagonist will be told that Archie Crisp has found out that Harold is trying to leave London in the back of his mate's green Myni, which will be driving around in south Hyde Park. After blowing up the car and killing Harold, the protagonist will need to go and fetch his car which is parked behind his flat in east City as Albert assumes the drugs are hidden in it. The car needs to be taken back to the garage in east Mile End where it is discovered that there were no drugs in the car or in Harold's flat, which means he did not steal them after all. Albert does not care however as Harold "was a useless prat anyway". By this time, the player completes Mission 32-6-2, the last mission on Phonebox 3 for this set.

Mission 33-7-1 begins with the player being told to go and see Terry Dorkins in north Southwark for more instructions. Terry informs the protagonist that the Crisp Twins have run out of patience with Lenny Smith and his gang. The protagonist needs to go to southwest Southwark and fetch the Royal Pain which is parked behind the Respray Shop. There are 5 of Lenny's men,

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2 Sweets Vans and 1 Tanker at the compound in south Southwark which all need to be destroyed in order to complete the mission. This is the first mission of the set that started on Phonebox 4.

Immediately after dealing with a number of Lenny Smith's crew, the protagonist will be informed that Terry Dorkins has information on a few more of Lenny's men who need to be taken out before Lenny himself is dealt with. After meeting Terry in west Bermondsey, he will tell the protagonist they have 40 seconds to steal the green Sweets Van driving in south Camberwell. Once the van has been stolen, the protagonist will have to go and pick up some poison behind the warehouse in west Brixton and then deliver the van and the poison to the fish 'n' chip shop in north Brixton within 20 seconds. One of Lenny's boys is there and will be given a poisoned meal in order to remove him from the picture.

After delivering the van, the protagonist will need to go back and see Terry in west Bermondsey to get information on another of Lenny's boys: Gerald. Terry reveals that Gerald lives in south Camberwell; the protagonist will need to go to Gerald's and steal his car, which is parked out front. The protagonist will have 30 seconds to take the car to the bomb shop in east Brixton and get it rigged with a bomb; they will then be given another 30 seconds to take the car back to Gerald's place and park it the way they found it. As soon as Gerald gets in his car, it will explode and kill him. The player completes Mission 34-8-2.

Immediately after taking out 2 of Lenny Smith's main boys, the protagonist will be told to go and see Terry Dorkins in southwest Southwark for more instructions on how to deal with Lenny himself. Terry reveals that Lenny's brother, Reg, is taking a walk in northeast Southwark and should know where Lenny is. After finding Reg and punching him, he tells the protagonist that Lenny is at his rooftop pad in central Southwark but says not to hurt him as he has family

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responsibilities. The protagonist will be told to kill Reg and then go and find Lenny at his place in central Southwark. After listening to Lenny try and talk his way out of it, the protagonist must kill him to complete Mission 35-9-3, which is the last mission of the set on Phonebox 4.

Entering the green Myni parked in southeast Bow begins this mission. The car contains some Indian food that the Crisp Twins ordered from the local takeaway. It needs to be taken to the garage in north Westminster to complete the mission. This is Mission 36-10-1, which is the first vehicle mission of the set and also the first mission of the set not to begin at a phonebox.

Entering the brown Sweets Van parked in northwest Southwark begins this mission. The van is full of rare Trojan FM bootleg demos and needs to be taken to the shop in north City to complete the mission. This is Mission 37-11-2, which is worked after the last mission before.

Entering the Double Decker parked behind the football stadium in southeast Hyde Park begins this mission. The bus belongs to the Self Preservation Society and is full of stolen gold, which needs to be taken to the garage in southeast City to complete Mission 38-12-3.

The Protagonist will be informed via pager of a James Bomb parked in north Brixton which looks like it is worth stealing. Upon entering the car, however, the protagonist is mistaken for Agent Temple and is told that Hans Nemesis is back and is attempting to poison London's tea supply. The protagonist must go to west Southwark and steal one of the parked Sweets Vans (one of the brown ones) and take it to the garage in east Bermondsey so it can be analysed. After delivering the van, the protagonist must get back to Temple's car which is parked in the layby just up from the warehouse.

Once back in the James Bomb, the player must go to the docks in northeast Southwark and meet one of the workers who reveals that some Germans (Nemesis' men) should be along

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shortly in a "big, flash motor". After blowing it up, the protagonist must get back in Temple's car and head to the park in southeast Camberwell to confront Nemesis. After claiming that he will live forever, Nemesis will then blow himself up in his Wheelchair and the mission will be complete. This should be Mission 39-13-4 and is possibly the last mission of the job.

However, the player has one thing to do. This is to blow up the Crisp Twins' green car to take over the city. This is only one step. The other step is to banish the gang out of the city as the explosion may do the job automatically. For sure, the mission is complete, and the count is either 39, 40, or 43 missions overall. All of these numbers are wrong in terms of overall missions in the life of the player. These numbers are the estimated number of missions only in the year 1969.

The player celebrates the endgame exploring the city virtually. It is revealed that players and protagonists are different because the player on the computer controls the protagonist inside the screen. Before the player exits, he controls the protagonist one more time. Sometimes, inside the screen's protagonist is referred to as the player because the protagonist cannot do something unless the player outside the screen uses the mouse and keyboard to play the game. Finally, the game is over, and the player celebrates. However, there is one more piece to the game to go to.

GTA London 1961

When We Were Young/When We Were Very Small

The player finds a phonebox in Southwest City. Harold Cartwright is at war with two rival gangs: the South London Greasers and Rockers. He wants the player to help fight them off. The player goes to the cargo areas of the docks in Northeast Bermondsey, to the Southeast Tower Bridge where there is a stack of explosives waiting for him in a briefcase hidden between some crates. Upon getting the explosives, he has twenty seconds to escape before the explosion. After he escapes, he heads quickly to one of the gang's hideouts in a warehouse garage in West Southwark. He flats out quickly exits the vehicle to plant the explosives. He runs away to a safe distance and watches the explosion destroying the first hideout. He gets the explosives in West Brixton and plants them in the second hideout at Southwest Bermondsey. With the two explosions, the two rival gangs threaten war with each other and announces a meet in Northwest Brixon, blaming the other for the explosions. Cartright tells the player to go to the meeting and watch the meeting. Once the player arrives at the meeting, he goes through them towards Jack Parkinson to get armor and weapons and help ambush the meeting. However, not every enemy is killed during the ambush, so four remaining survivors try escaping the ambush. The player finds all four survivors. The first survivor is located to the northeast. The second is located just to the south of the first corpse. The third enemy to kill is located directly to the west. The last and final enemy is running towards the east. The player chases and kills them all.

The player returns to the same phone box in Southwest City to find another job. Harold Cartwright says that a foreign associate named Mr. Caukenbolls is coming to town. He also tells

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the player to get a London Cab in East City and get armor for the cab at Bobby's garage in Southwest Westminster in the armour shoppe where the cab will get armor. Once the cab gets the armor, the player quickly goes to the hotel in West City where Mr. Caukenbolls is waiting. He picks up Mr. Caukenbolls and drives him to his place in the Southeast Mile End quickly while the cops are chasing the cab at four stars. After the roller doors close, the player goes to the back to see Curly, who tells him that a rival gang kills the others in the garage and kidnaps Mr. Caukenbolls. The player heads to the same armored cab quickly by driving a Voxel Concept in nearby Southeast City. He takes the car to a secure hideout in East Mile End. He takes the cab to the ransomer's hideout and gets out as soon as he enters the marker because it's rigged to explode. After the player escapes the marker, he gets body armor and a flamethrower and burns the gang members in the courtyard with the flamethrower. Then, he goes to the pay n spray nearby and gets to the cab quickly with a high wanted level. He gets in the cab in Southeast Soho and drives to Central Mile End to pick up Mr. Caukenbolls for one last time. He finally drives Mr. Caukenbolls to the hotel located in North Soho for his protection. Once Mr. Caukenbolls arrives at the hotel, he is safe and protected. The player then decides to leave the scene.

After protecting Mr. Caukenbolls, the player goes on another phone. Once he goes to the phone, he is told to kill Gene White, a boss of the gang called the greasers. The player already knows that the greasers are the enemies, so the player becomes so excited to kill the enemies. In fact, the player has lots of enemies to kill in life; this is one of them. This is actually a required mission to complete the video game series, so the player decides to do the mission. The player then spends some time looking for the enemy around the city and then drives like crazy. While driving, the player is driving around the city illegally, but the police are not programmed to go

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after reckless drivers, so the player is allowed to drive anyway he wants. He hits several vehicles which gives points that are equal to the money. After that, he goes around the city and gets more points. However, he notices the arrows that lead to the enemy.

Once the player goes to Gene White, he uses the weapons to kill him. After killing, the player is tasked to round up the girls and destroy the porno tapes that have been filmed. He has to find the TV vans scattered across the city. He is also informed that the girls are located in Hyde Park. The player then goes to the girls in Hyde Park by driving.

After the player arrives at Hyde Park, he rounds up the girls and either shoots them or kills them. However, there are still TV vans that have the porno tapes that are ready to be filmed. The player finds the nearest TV van and plans on stealing before destroying the van itself. However, stealing and killing things in the game, or using weapons can lead to a wanted level. Whenever crimes happen other than driving, the police are programmed to go after the player to create some challenges. The player has to destroy the porno tapes.

The player goes around the city using the arrows presented on the screen. He finds one TV van and destroys them with minimum police attention. In order to do this, the player must follow the van until there is not much traffic present. Once the player follows the van in an isolated place in the game, he blocks the van and steals the van. He then takes the van to an isolated alley where nobody is programmed to be present. He then destroys the van.

After destroying the first van, the player hunts down on the rest of the vans across the city and follows them until they get to an isolated place of the city. Just like the first van, the player also steals other vans and takes them to an alley that nobody is programmed to go to. The player destroys all of the vans without getting police attention.

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Poundage Fern owns a garage in Central Battersea and drives a Ferocious 312 F-1 racing car. In the years leading up to the game events, Fern had been an up-and-coming Formula One race car driver, also earning many trophies in illegal street races. However Fern also had dealings with the criminal underworld of London and he also moonlighted as a pill-pusher. This information is presented to the player after the player goes back to the phone. The boss Harold Cartwright tells the player to kill the enemies of Poundage Fern and his goons. The player then gets more information on the phone about the relationship to Cartwright.

Unfortunately for Fern he had incurred the wrath of at least two London mob bosses, not least Harold Cartwright of the Cartwright Gang, who sent the protagonist to take out Fern for good. However at Fern's garage the protagonist was met with six other enforcers from rival outfits, who were also looking for Fern, but the protagonist will kill them all. He then obtains a Rocket Launcher and goes after Fern, blowing him up in another car in which Fern was preparing to race. Using the information, the player wants to kill Fern and his goons, so he can do his job and also a chance to win a race by pretending to be Fern for a trophy.

The player goes around the city and uses the arrows to find Fern's gang. Since he has obtained strong weapons like machine guns and the rocket launcher, he is able to kill off the gang just like killing multiple enemies in a major war battle. He uses all kinds of weapons to kill all of the gangs. Then, he gets in Fern's car to start a race.

The protagonist then takes part in the street race in place of Fern, pretending to be him, winning the race and earning his trophy. The protagonist finally presented Fern's car and racing trophy to Harold Cartwright at his hideout before going home. At this point, he is forced to sleep and rest despite no sleeping feature in the game. Meanwhile, the player leaves his computer.

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Once the player returns to his computer, he wakes up the protagonist once the game starts. He starts a new set of missions. Before then, he gets ready and checks in with the boss.

Hans Nemesis steals a mobile nuclear missile launcher from the British government while being followed by British secret agent Endeavour Chambers. Nemesis' plans, however, are foiled by the protagonist who stops the missile from launching on the order of Chamber's superiors, believing him to be the agent after finding the two ICBM codes in two cars travelling around London. Around this time, this is the only walkie talkie mission in this game story.

The car called Fab is prominently featured in one mission triggered by entering a "Fab in Northeast Battersea", during which the player is required to hurriedly deliver the vehicle full of "creepy little" "Thunderthighs dolls" to the birthday of Ashley who is crazy for these "weird toys." This is true for what the player does after disbanding the explosive potato ring.

The last full mission involves the player entering the TV van and filming himself dealing with the people who blackmail Harold. The player uses the TV van to record himself doing the mission and finding the enemies, everyone who blackmails the boss. However, there might only be one enemy to kill from. This involves driving around locations. Finally, the guy is killed since he blackmails the boss, and the player continues to support. Now the player has one thing to do.

The player now meets Harold Cartwright in-person for the first time in his life. However, this is different as the player makes the protagonist time travel for a little bit. Cartwright says, "Listen right. We heard you're a boy who can do his stuff. And by hookers and by crooks. You've proved you ain't bad! Yeah! Ain't bad at all, sunshine. You know what I mean?"

The player celebrates the completion of the complete edition of the game. He now plays multiplayer in all story mode locations plus a multiplayer-exclusive location in Manchester.

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Harold Cartwright - Summary

He hires the protagonist to help him in jobs which he gets from the Crisp twins. His missions include wiping out two small-time gangs under the orders of Mr. Caukenbolls, by blowing their hideouts up and killing their members in a shoot-out, chauffering Caukenbolls and defending him from rival gangsters, then rescuing him from them. After those events, the rival thugs are wiped out and Mr C. is taken to a safe place. Soon later, Harold tells the protagonist to try and discredit Gene White, but at the end, the player kills him and recruits his girls. Harold and the protagonist then apparently had sex with the prostitutes and it was recorded, so the protagonist has to destroy trucks filled with the tapes. Next time, he asks the player to murder Poundage Fern and act as him in a car race in order to get the cup. First, the player murders his bodyguards, then Fern, and wins the race. A bit later, the protagonist steals a Jug Swinger, apparently for Harold's mother. However, it's Endeavour Chambers' car, and the government takes the player as him. This leads to the protagonist to cross Hans Nemesis' actions for the first time. Another time, he tasks the player with delivering dolls for his little cousin, Ashley. The last job for him involves killing a guy who is blackmailing Harold. His son is killed as well. After that, the player meets Harold personally, congratulating him on how well he has done.

Works Cited

“Grand Theft Auto” *Fandom*

[https://gta.fandom.com/wiki/Grand_Theft_Auto_\(1997_game\)](https://gta.fandom.com/wiki/Grand_Theft_Auto_(1997_game))

Welcome to Grand Theft Auto 1 collection of stories. You will navigate how the player goes through the game on the computer and live the life of working in the criminal underworld. The collection starts with the main story about the game being set in 1997 in Liberty City, Vice City, and San Andreas. Other stories include London 1969 and 1961 as the extensions.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



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